

VI_BLUE

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COLLABORATORS

	<i>TITLE :</i> VI_BLUE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

VI_BLUE

1.1 Visions - Blue Cards

Visions - Blue Cards

Betrayal
Breezekeeper
Chronatog
Cloud Elemental
Desertion
Dream Tides
Flooded Shoreline
Foreshadow
Impulse
Inspiration
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Vanishing
Vision Charm
Waterspout Djinn

1.2 Betrayal

Betrayal

Color = Blue
Rarity = VI(C)
Type = Enchant Creature
Cost = U
Artist = Gary Leach

Text (VI): Play only on a creature an opponent controls.
If enchanted creature becomes tapped, draw a card.

NO RULINGS

1.3 Breezekeeper

Breezekeeper

Color = Blue
Rarity = VI(C)
Type = Summon Djinn (4/4)
Cost = 3U
Artist = Adam Rex

Text (VI): Flying, Phasing

NO RULINGS

1.4 Chronatog

Chronatog

Color = Blue
Rarity = VI (R)
Type = Summon Atog (1/2)
Cost = 1U
Artist = Christopher Rush

Text (VI): Skip your next turn: Chronatog gets +3/+3 until end of turn.
Use this ability only once each turn.

Rulings

1.5 Cloud Elemental

Cloud Elemental

Color = Blue
Rarity = VI (C)
Type = Summon Elemental (2/3)
Cost = 2U
Artist = Adam Rex

Text (VI): Flying
Cloud Elemental can block only creatures with flying.

NO RULINGS

1.6 Desertion

Desertion

Color = Blue
Rarity = VI (R)
Type = Interrupt
Cost = 3UU
Artist = Richard Kane-Ferguson

Text (VI): Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.

Rulings

1.7 Dream Tides

Dream Tides

Color = Blue

Rarity = VI(U)
Type = Enchantment
Cost = 2UU
Artist = Jerry Tiritilli

Text (VI): Creatures do not untap during their controllers' untap phase. Each nongreen creature's controller may pay an additional <2> during his or her upkeep to untap that creature.

NO RULINGS

1.8 Flooded Shoreline

Flooded Shoreline

Color = Blue
Rarity = VI(R)
Type = Enchantment
Cost = UU
Artist = Romas Kukalis

Text (VI): <UU>, Return two islands you control to owner's hand: Return target creature to owner's hand.

NO RULINGS

1.9 Foreshadow

Foreshadow

Color = Blue
Rarity = VI(U)
Type = Instant
Cost = 1U
Artist = George Pratt

Text (VI): Name a card. Put the top card from target opponent's library into his or her graveyard. If that card is the one named, draw a card. Draw a card at the beginning of the next turn's upkeep.

Rulings

1.10 Impulse

Impulse

Color = Blue
Rarity = VI(C)
Type = Instant
Cost = 1U

Artist = Bryan Talbot

Text (VI): Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library. Shuffle your library afterwards.

Rulings

1.11 Inspiration

Inspiration

Color = Blue
Rarity = VI (C)
Type = Instant
Cost = 3U
Artist = Zina Saunders

Text (VI): Target player draws two cards.

NO RULINGS

1.12 Knight of the Mists

Knight of the Mists

Color = Blue
Rarity = VI (C)
Type = Summon Knight (2/2)
Cost = 2U
Artist = Harold McNeill

Text (VI): Flanking.
When Knight of the Mists comes into play, pay <U> or bury target Knight.

Rulings

1.13 Man-o'-War

Man-o'-War

Color = Blue
Rarity = VI (C)
Type = Summon Jellyfish (2/2)
Cost = 2U
Artist = John J. Muth

Text (VI): When Man-o'-War comes into play, return target creature to owner's hand.

Rulings

1.14 Mystic Veil

Mystic Veil

Color = Blue
Rarity = VI(C)
Type = Enchant Creature
Cost = 1U
Artist = D. Alexander Gregory

Text (VI): You may choose to play Mystic Veil as an instant; if you do, bury it at the end of turn.
Enchanted creature cannot be the target of spells or effects.

NO RULINGS

1.15 Ovinomancer

Ovinomancer

Color = Blue
Rarity = VI(U)
Type = Summon Sorcerer (0/1)
Cost = 2U
Artist = Kevin Walker

Text (VI): When Ovinomancer comes into play, return 3 basic lands you control to owner's hand or bury Ovinomancer.
<T>, Return Ovinomancer to owner's and: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as an 0/1 green creature.

Rulings

1.16 Prosperity

Prosperity

Color = Blue
Rarity = VI(U)
Type = Sorcery
Cost = XU
Artist = Dan Frazier

Text (VI): Each player draws X cards.

Rulings

1.17 Rainbow Efreet

Rainbow Efreet

Color = Blue
Rarity = VI(R)
Type = Summon Efreet (3/1)
Cost = 3U
Artist = Nathalie Hertz

Text (VI): Flying
<UU>: Phase out.

NO RULINGS

1.18 Shimmering Efreet

Shimmering Efreet

Color = Blue
Rarity = VI(U)
Type = Summon Efreet (2/2)
Cost = 2U
Artist = Thomas Gianni

Text (VI): Flying, Phasing
When Shimmering Efreet phases in, target creature phases out.

Rulings

1.19 Shrieking Drake

Shrieking Drake

Color = Blue
Rarity = VI(C)
Type = Summon Drake (1/1)
Cost = U
Artist = Ian Miller

Text (VI): Flying.
When Shrieking Drake comes into play, return target creature you control to owner's hand.

NO RULINGS

1.20 Teferi's Realm

Teferi's Realm

Color = Blue
Rarity = VI(R)
Type = Enchant World
Cost = 1UU
Artist = Alan Rabinowitz

Text (VI): At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All cards of that type phase out.

Rulings

1.21 Three Wishes

Three Wishes

Color = Blue
Rarity = VI(R)
Type = Instant
Cost = 1UU
Artist = George Pratt

Text (VI): Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Rulings

1.22 Time and Tide

Time and Tide

Color = Blue
Rarity = VI(U)
Type = Instant
Cost = UU
Artist = George Pratt

Text (VI): All creatures that are phased out phase in and all creatures with phasing phase out.

Rulings

1.23 Undo

Undo

Color = Blue
Rarity = VI(C)
Type = Sorcery
Cost = 1UU
Artist = Terese Nielsen

Text (VI): Return two target creatures to owner's hand.

Rulings

1.24 Vanishing

Vanishing

Color = Blue
Rarity = VI(C)
Type = Enchant Creature
Cost = U
Artist = Gary Gianni

Text (VI): <UU>: Enchanted creature phases out.

NO RULINGS

1.25 Vision Charm

Vision Charm

Color = Blue
Rarity = VI(C)
Type = Instant
Cost = U
Artist = Greg Spalenka

Text (VI): Choose one – Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.

Rulings

1.26 Waterspout Djinn

Waterspout Djinn

Color = Blue
Rarity = VI(U)

Type = Summon Djinn (4/4)

Cost = 2UU

Artist = Thomas Gianni

Text (VI): During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn.

NO RULINGS
